

## CLAIMS:

1. A system for browsing a collection of information units, comprising presentation means for presenting at least one of said information units, and attribute means for associating a respective one of said information units with an attribute value, wherein the system comprises random selection means for randomly selecting a unit for presentation  
5 whose attribute value meets a criterion.

2. A system as claimed in claim 1, said system comprising user-operable hold means for holding an attribute value of a currently selected unit as a criterion for subsequent selections.

3. A system as claimed in claim 1 or 2, said attribute value being defined with respect to a first attribute, said attribute means being adapted to determine a set of valid attribute values for a further attribute in dependence on said criterion.

4. A system as claimed in claim 3, said first attribute representing a genre of said information units and said further attribute representing a sub-genre of said information units.

5. A system as claimed in any one of claims 1 to 4, said information units comprising audio and/or video information.

6. A system as claimed in any one of claims 1 to 5, the system further comprising user-operable skip means for controlling the random selection means to abort the presentation of the currently selected unit and to skip to a randomly selected alternative unit whose attribute value meets said criterion.

7. A system as claimed in claim 6, said skip means being capable of removing at least one criterion in dependence on a mode of operation of said skip means.

8. A system as claimed in claim 7, said removing of said criterion being determined by an iterated and/or prolonged operation of said skip means.

9. A system as claimed in any one of claims 1 to 8, the attribute means being adapted to determine a distance between a pair of attribute values, the random selection means being capable of selecting a unit from units whose attribute values have a relatively large distance to attribute values of an earlier selected unit.

10. A system as claimed in any one of claims 1 to 9, the system comprising display means for displaying a simulation of a slot machine, an operation of said simulated slot machine representing said random selection, and each cylinder of said slot machine representing a set of valid attribute values for an attribute.

11. A method of browsing a collection of information units, comprising a step of presenting an information unit from said collection and a step of associating a respective information unit with an attribute value for at least a first attribute, wherein the method comprises a step of randomly selecting a unit for presentation from information units whose attribute values meet a criterion for said first attribute

12. A method as claimed in claim 11, further comprising a step of user operably holding an attribute value of a currently selected unit as a criterion for subsequent selections.

13. A computer program product for causing a programmable device, when executed on said device, to constitute a system as claimed in any one of claims 1 to 10.